SNS-ASTE-USA

INSTRUCTION BOOKLET

KEMCO

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KEMCO

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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TABLE OF CONTENTS

Welcome to the Future 1
Controller Functions 2
Getting Started 3
Championship Mode 4
Player Options (Championship Mode) 5
Track Description 7
Parts and Body Shop 8
Winning Races 9
Password Mode 10
VS Mode 11
Player Options (VS Mode) 12
Play Screen Description (Championship Mode) 14
Play Screen Description (VS Mode) 16
On Track Items 17
Hints 18

WELCOME TO THE FUTURE

It is the year 2962.

Five centuries have passed since World War XVII devastated most of the colonized planets of the Milky Way Star System.

The Galactic Conglomerate of Unified Planets, controlling the Bureau of Reasonable Entertainment, has maintained an era of calm and peaceful co-existence through the systematic suppression of any radical thought or action that may "stir up" the teeming masses of citizens populating the twelve Star Systems under their jurisdiction.

In other words, anything remotely resembling "fun" has been analyzed, sterilized, sanitized, homogenized, pasteurized, desensitized, computerized and commercialized "for your safety."

You are bored!

And so are a growing number of outlaw thrill seekers that have too much money and not enough excitement in their lives to keep them occupied. For these radical elements, there is only one cure for the boredom and complacency of life in the 30th Century...the Top Gear 3000 Challenge! Once every millennium, the richest, bravest, most skilled drivers risk it all in the ultimate car race.

Combining the high tech, sci-fi gadgetry of the 30th Century with the white knuckle, raw nerves action of 20th Century automobile racing, these bandit racers have set up an illegal tournament that will take you hurtling through the planets of the Conglomerate.

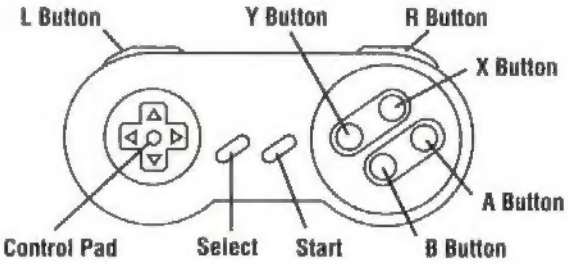
Race through twelve Star Systems, full screen or split screen in one player mode, or split screen two player simultaneous competitive Championship Mode. Using a Super NES Multi-Player Adapter, Top Gear 3000 also allows you to race in four player simultaneous competitive VS Mode with a four way split screen.

Strap in behind the wheel of the fastest, most technologically advanced road vehicles ever created for the wildest ride of your life... Top Gear 3000!

CONTROLLER FUNCTIONS

Controller functions during Game Options, Setup Mode, and Parts and Body Shop Screens:

Control Pad: Moves cursor to select an option
A Button: Activates option
B Button: Activates option
X Button: Activates option
Y Button: Activates option



Controller functions during Race Mode (this is the default controller setup):

Control Pad: Left and Right steers car
A Button: Initiate weapon
B Button: Not used
X Button: Accelerate
Y Button: Brake
L Button: Cycle left through weapons inventory
R Button: Cycle right through weapons inventory
Start: Pause game
Select: Not used

GETTING STARTED

Insert the Top Gear 3000 game pak into your Super NES and turn on the power switch. The Top Gear 3000 title screen will appear with two choices:

Choose Championship Mode for 1 or 2 Player racing, or VS Mode for 1 to 4 Player competition.

CHAMPIONSHIP MODE

When you choose Championship Mode, the following screen will appear:

Options: Choose this to turn the BGM (Background Music) on or off, and to select the Game Difficulty Level.

1 Player Full: Choose this to start racing in 1 player full screen.

1 Player Split: Choose this to start racing in 1 player horizontal split screen.

2 Players: Choose this to start racing in 2 player horizontal split screen.

Password: Choose this to enter a password and continue racing from where you last received a Star System password.

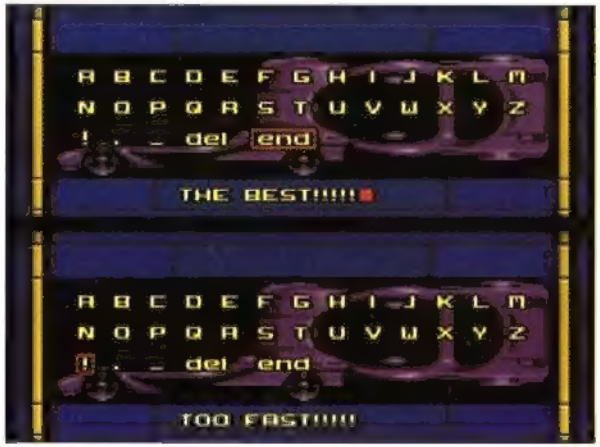
Exit: Takes you back to the Title screen.

Once you've selected what mode to race in, the Player Options screens will appear.

PLAYER OPTIONS
(CHAMPIONSHIP MODE)

Player 1 enters information on the upper half of the screen, while Player 2 enters information on the lower half of the screen. Both players can enter information on their screens at the same time. Player Options consists of the following screens:

Name: Allows you to enter your name in the game.

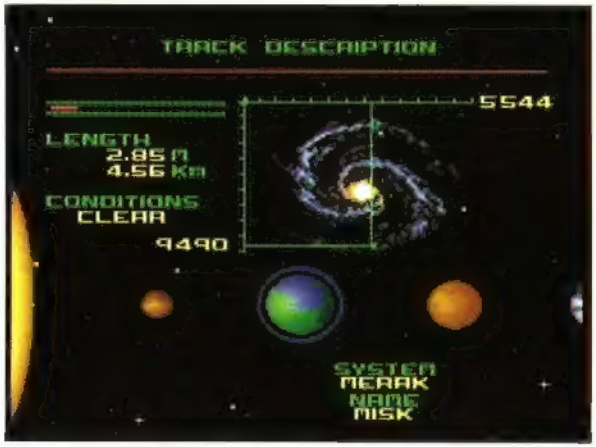


Control: With this option, you can customize your controller function layout to suit your personal racing style.

Speed: You can set up your speedometer to display Miles per Hour (MPH) or Kilometers per Hour (KPH).

Race: Gentlemen, start your engines! Let's race! After you choose the Race option, the Track Description and the Parts and Body Shop screens will appear.

TRACK DESCRIPTION



Describes the Star System and planet you are racing on, the length of the race circuit, and current weather conditions.

The number of races in each Star System of the Galactic Conglomerate of Unified Planets varies depending on the Game Difficulty Level that you have chosen to race in.

PARTS AND BODY SHOP

This is where you can purchase upgrade equipment for your vehicle with your prize money!

Starting at the outer fringes of the Galactic Conglomerate, you begin racing in the technologically least developed planets of the system, otherwise known as the "Boonies". Initially, there won't be as many equipment upgrades available while you race in this sector of the Conglomerate.

However, as you race further into the heart of the Galactic Conglomerate of Unified Planets, you will encounter more technologically advanced planets that will offer state of the art weapons and vehicle enhancements as they are developed. These radical new developments in technology will revolutionize your racing capabilities, but the exorbitant black market prices for these untested devices will almost bankrupt you.

Use the Control Pad to scroll up or down the list of upgrade equipment in the window on the left side of the Parts and Body Shop screen. Use the Control Pad to scroll left or right through the parts list window on the right side of the Parts and Body Shop to view detailed performance specification descriptions (and prices!) of available upgrade components.

Press the A, B, X, or Y Button to purchase the desired upgrade component. The purchase price will automatically be deducted from your bank account and the upgrade component will be installed on your vehicle. If you don't have enough money to buy the part, your bank balance will flash, and you'll have to make another choice. Your remaining bank balance is displayed at the bottom of the parts list window.

Scroll left to return to the equipment list window.

To begin racing, scroll down the equipment list window to EXIT, and press the A, B, X, or Y Button.

WINNING RACES

When racing in 1 Player Mode, you must finish in the top ten racers to qualify for the next race in the Star System. To win prize money, you must finish in the top nine racers. Use the prize money to upgrade your vehicle in the Parts and Body Shop.

When racing in 2 Player Mode, only one player must finish in the top ten racers to qualify both players for the next race in the Star System. Again, only the top nine finishers win prize money.

Different race finish positions award different amounts of prize money and different amounts of Star System League Table points.

To qualify to race in the next Star System, you must place in the top six point positions in the Star System League Table.

PASSWORD MODE

After you finish racing through a Star System, you will be given a password. Write this password down for future reference. When you enter this password in next time you play, you'll be able to continue racing with the same equipment you had from the last point you received a password.

Remember, passwords will only work if the racing conditions are set the same as when you received that password. For example, if you received a password while racing in 1 Player Easy Difficulty Level, that password will not work for 2 Player Hard Difficulty Level.

Top Gear 3000 also has an additional password system that allows you to access Star Systems with a supply of money credits, not equipment upgrades. In the Password screen, enter the name of the Star System you want to access. You'll discover the names of the Star Systems on the Track Description screens as you clear each stage.

VS MODE

Using a Super NES Multi-Player Adapter, you can race in a four way battle through eight high speed race tracks to see who the ultimate driver really is. When you select and activitate the VS Mode, the following screen will appear:

Top Gear 3000 automatically senses how many controllers are plugged into your Super NES Multi-Player Adapter, letting you play from one to four players.

If you don't have a Super NES Multi-Player Adapter, you can still play the VS Mode with one or two players. The other enemy cars you race against are controlled by Top Gear 3000's Artificial Intelligence.

In VS Mode, each player has four Nitro Boosts for each race and no other high tech gadgets to help. This is the ultimate high speed shoot out!

After you choose the number of players, the Player Options screens will appear.

PLAYER OPTIONS
(VS MODE)

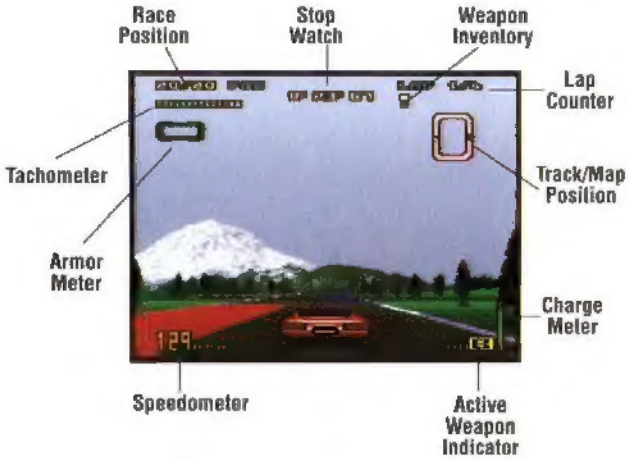
Player 1 enters information on the upper left quadrant of the screen, Player 2 enters information on the upper right quadrant, Player 3 enters information on the lower left quadrant, and Player 4 enters information on the lower right quadrant. All players can enter information on their screens at the same time. The Artificial Intelligence will enter for the computer controlled vehicles.

Player Options consists of the following screens:

Name: Allows you to enter your name in the game.

Vehicle Option: VS Mode offers you the choice of four different vehicles with unique performance specifications. Each player can select the same configuration of vehicle if desired.

PLAY SCREEN DESCRIPTION (CHAMPIONSHIP MODE)



The following Play Screen Description is for racing in Championship Mode (One Player full or split screen or Two Player split screen):

Race Position: The first number indicates your position, and the second number indicates the total number of vehicles competing in the race.

Tachometer: Indicates vehicle engine stress; green is nominal, red is scary.

Armor Meter: Indicates vehicle external shield level; green is fully operational, red is extremely damaged.

Speedometer: Indicates vehicle speed.

Active Weapon Indicator: Indicates which weapon you have currently activated. The green bars or the green power meter indicates the amount of weapon charges remaining in the race.

Charge Meter: Indicates remaining fuel of vehicle. When your Charge Meter is low, an alarm will sound. If the Charge Meter is red, your fuel power is low and your vehicle will move very slowly until you recharge it.

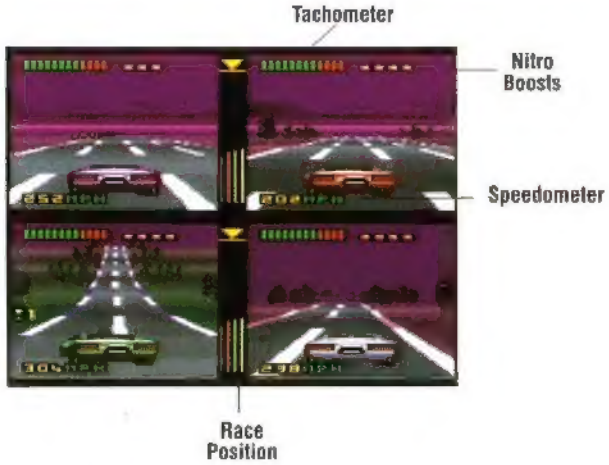
Track Map/Position: Indicates track layout and track position of Player 1 and Player 2. The dot that represents your vehicle changes color to match your vehicle color.

Weapon Inventory: Indicates and selects available weapons.

Lap Counter: The first number indicates what lap you are currently on, and the second number indicates the total number of laps in the race.

Stop Watch: Indicates elapsed time of race.

PLAY SCREEN DESCRIPTION (VS MODE)



The following Play Screen Description is for VS Mode:

Nitro Boosts: Indicates remaining number of Nitro Boosts.

Tachometer: Indicates vehicle engine stress.

Speedometer: Indicates vehicle speed.

Race Position: Indicates relative position of vehicles in the race. Each bar represents the following vehicles:

Purple bar	Player 1 (upper left quadrant)
Red bar	Player 2 (upper right quadrant)
Green bar	Player 3 (lower left quadrant)
White bar	Player 4 (lower right quadrant)

ON TRACK ITEMS

Scattered on the race tracks are floating pick up icons that give you extra money credits, speed boosts, or other secret bonuses. You collect these icons by driving your vehicle through them.

Also scattered on the race tracks are special zones that offer different effects for your car such as automatic vehicle repair or recharge, vehicle space/time warp, or instant speed boosts. You can benefit from these special zones by driving over them with your vehicle.

HINTS

- Save your money and buy equipment in groups. Buying an expensive, powerful engine and running it on cheap, standard grade tires won't allow you to achieve the maximum benefits from your purchase.
- Avoid hitting enemy cars and other obstacles.
- Use your Nitro strategically. Try initiating Nitro boosts on straight aways.
- Keep an eye on your Charge Meter. Take advantage of the Recharge Zones as often as possible. In some races, the Recharge Zones will be very short. In order to obtain a sufficient fuel recharge, you may have to slow down or even stop in the Recharge Zone!

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